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XBOX

MORTAL KOMBAT
SHAOLIN MONKS

INSTRUCTION
BOOKLET

MIDWAY

WARNING

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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TABLE OF KONTENTS

In the final battle of the first Mortal Kombat tournament, Liu Kang defeated Shang Tsung and saved Earthrealm from domination. But in the confusion of a mysterious earthquake, Shang Tsung and his fellow conspirators escaped through a portal to Outworld. Kung Lao, who had been posing as a Masked Guard, helped his fellow Shaolin Monk escape the crumbling island. Liu Kang and his allies narrowly escaped with their lives.

When they returned home, the Wu Shi Academy was invaded by Baraka and his Tarkatan horde in an attempt to defy the rules of Mortal Kombat and take Earthrealm by force. Although the Shaolin Monks fended off the invasion, Raiden sensed a deeper conspiracy and urged the Shaolin Monks to defeat Shang Tsung in Outworld. Will they succeed? Or will they succumb to Shang Tsung's evil plot?
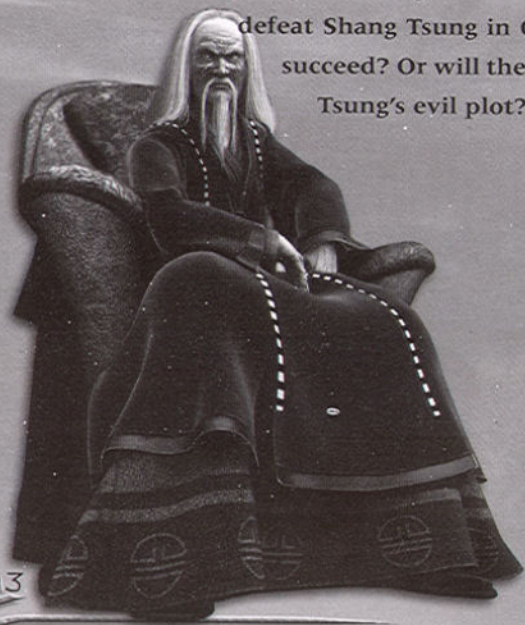
SINGLE PLAYER

Select Single Player to start one-player game and begin your adventure.

KO-OP

Select Ko-op to play with a friend. Each player takes control of one of the heroes. As you advance through the game, you'll work as a team to defeat your enemies.

VERSUS MODE

Select this option to play against a friend (or enemy). You'll go right to the Character Select Screen (see **Character/Arena Select**, pg. 8). After you've selected a character, you'll square off against each other in one of the various arenas in the game.

LOAD GAME

You can use this option to access the memory card and load a previously saved game. This option will read the memory unit or hard disk and automatically load the game data. You will be prompted if no loadable game data is found.

Note: If your Xbox Memory Unit (MU) or hard disk includes a saved game is inserted after you boot up, you'll need to use this option to load your saved game.

OPTIONS

Brightness

Use this option to adjust the game's brightness levels. Read on-screen instructions to make the adjustments.

Controller

This option allows you to study the controller layout.

Audio

Press the D-pad ← or → to make volume adjustments to Music, Sound Effects and Speech.

Gameplay

For Versus Mode, you can make adjustments to a few gameplay options.

VS Rounds - You can decide how many rounds you'll need to win in order to determine the winner of a match. Choose **1** or **3** rounds.

VS Match Time - You can set the timer limit to **120** or **180** seconds, or you can set it to **Infinity** to play without a time limit.

Camera Control - Choose between **Normal** and **Inverted** Camera Control.

KONTENT

Arenas

Select this option to see Arena images and stories.

Concept Art

View an array of Mortal Kombat: Shaolin Monks concept art.

Movies

The Mortal Kombat: Shaolin Monks game includes a selection of movies.

Photos

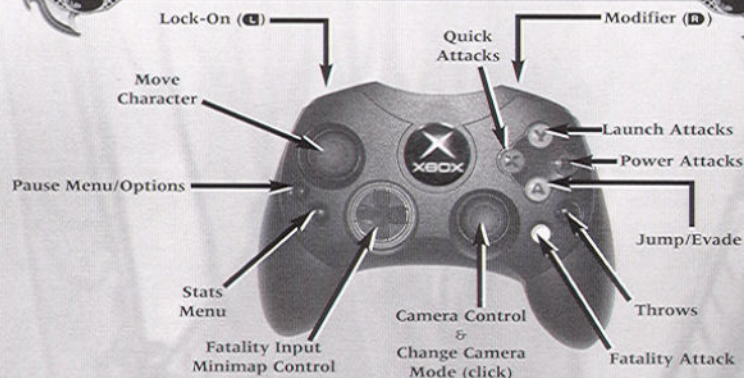View some Mortal Kombat: Shaolin Monks photos.

Mortal Kombat II

Play the original version of Mortal Kombat II.

Kredits

See those who worked day and night to bring you Mortal Kombat: Shaolin Monks.

Note: The following may not be available right away, but they can be unlocked as you progress through the game.

Lock-On (L)   Modifier (R)   Quick Attacks   Move Character   Launch Attacks   Power Attacks   Pause Menu/Options   Jump/Evade   Stats Menu   Throws   Fatality Input Minimap Control   Camera Control & Change Camera Mode (click)   Fatality Attack

Basic Movement and Navigation

The left thumbstick controls all basic movement. The left thumbstick defaults to basic walking and running movements. The Walk Speed increases or decreases depending on the left thumbstick's distance from neutral. When used in conjunction with other buttons or scenarios, the left thumbstick can control other more advanced navigation duties.

Camera Control

Clicking the right thumbstick toggles three different camera modes: **Normal**, **Close** and **Panoramic**. In Normal mode, use the right thumbstick to look around.

Jumping

Pressing the **A** button in any style or mode will execute a basic jump. Jumping and using the left thumbstick will allow the player some limited control of the path that the jump takes, even after the player has left the ground. (For other Jumping controls, see **Non-Kombat Abilities**, pg. 15-16.)

Kombat Kontrols – Without Weapon

Quick Attack

Pressing the **X** button will perform a basic low power/fast executing strike. These attacks do the least amount of damage, but they're the fastest in execution and recovery.

Launch

Pressing the **Y** button will perform a basic medium power/medium speed attack that will launch an opponent into the air. If already in the air, this attack will "re-launch" the character even higher.

Power

Pressing the **B** button will perform a high power/slow executing attack. Power attacks normally ground or knock-back an opponent if contacted.

Grapple

Pressing the ● button will activate the throw/grapple attack. This button also doubles as the weapon pick-up/throw button.

Enemy Manipulation

Hold the ℝ trigger and press the ● button to grab an opponent. You can then take control and use them as a human shield and perform attacks. You can later upgrade the manipulation abilities and gain more attacks out of manipulation.

Special Attacks

Holding the ℝ trigger along with one of the three attack buttons will execute the Special Attack associated with that button. The Special Attacks maintain the properties of their parent button for ease of understanding (all ℝ + Ⓨ attacks will launch an opponent, all ℝ + ⓧ attacks are fast, low damage attacks that hit multiple times, etc.)

Blocking

If you hold Ⓛ trigger (Lock-On), you will block any incoming attacks. When you block, you'll lose some of your energy meter. If you have no energy available, your block will be broken.

Lock-On

Pressing the Ⓛ trigger will lock the player's point of view on the closest enemy the character is facing. Using the left thumbstick while Lock-On is activated will allow the player to strafe left and right without diverting his attention from this main adversary. The main character will circle the opponent a set distance while strafing in this way. Use the right thumbstick to change focus to a different enemy.

Evades

Holding the Ⓛ trigger while pressing the Ⓐ button will allow the player to perform an evade in any direction, dependent upon the left thumbstick input.

Multi-Directional Attacking

This system allows you to attack in any direction at any time, freely linking any move into any other move. Once an attack has been thrown, the system will take over. Pressing the left thumbstick in any direction (while continuing the flow of attacks) will attack in that direction without changing the player's orientation. This allows the player to instantly attack an enemy in a full 360-degree area around the main character.

Fatality Attack

The ⓞ button and the D-pad are used in conjunction to input a Fatality. See **Fatalities**, pg. 19, **Kombat** (pgs. 13-14) and **Non-Kombat Abilities** (pgs. 15-16) for more gameplay details.

At the Character Select screen, highlight an available fighter, then press the Ⓐ button to make a selection. Player 1 selects using the blue highlight, Player 2 selects using red. To randomly select a fighter, press the Ⓨ button.

The Character Select screen is different for Versus and Single Player mode. This screen shot represents Versus mode, having more characters available than Single Player mode.

At the Arena Select screen, highlight an available arena, then press the Ⓐ button to make a selection. To randomly select an Arena, press the Ⓨ button.

Stats Menu

During a Single Player game, press the ⓞ button to view the Stats Menu. It lets you browse through a collection of stats accumulated as your adventure progresses. On-screen instructions show you how to browse through the different screens.

You can also use your collected Experience Points to purchase Specials and Kombos (see **Experience System**, pg. 20).

The Moves screen allows you to view the various moves you've acquired as you progress.

Experience Points

Fatality Meter

Health

Energy Meter

Enemy Health
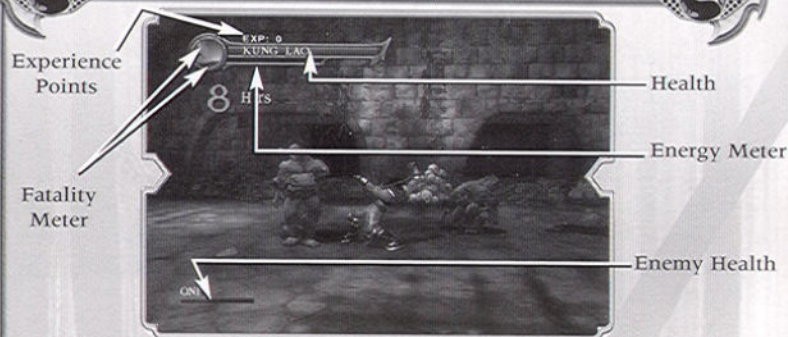
Health Meter

In Single Player and Versus mode, the **Health Meter** in the upper portion of the screen measures a warrior's diminishing Health. The meter begins each round reflecting Health at 100%, but the amount of Health is reduced with each blow taken. The reduction amount depends on the type of attack and whether or not it was blocked.

Energy Meter

Press the **R** trigger to use your energy and perform a Special Move. Special Moves are available once you fill your Special Move meter. Once used, the meter will diminish as you perform special moves, blocking, long jumps and evades. It will then recharge.

Fatality Meter

The Fatality Meter is an on-screen indicator that stores the ability to perform three levels of Fatalities: **Fatality**, **Multality** and **Brutality**.

The meter has these three levels of charge. As each level is filled, a more powerful set of Fatalities becomes available.

Each Level of Fatality affects a different number of opponents, starting with one opponent being killed on the Fatality level. The Multality level will let you kill multiple enemies around you, while the Brutality level will put you in a Rage mode and kill as many enemies as possible in a certain amount of time.
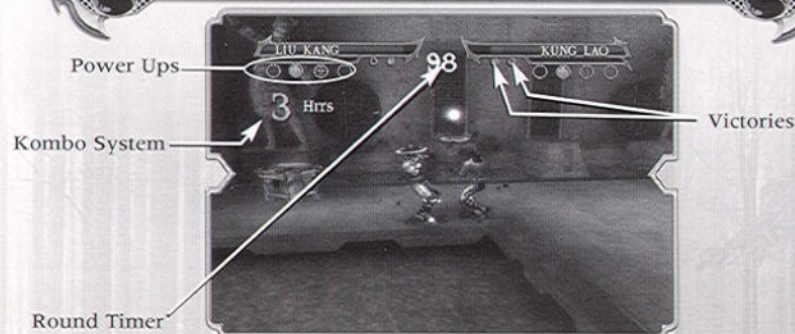
Enemy Health Meter

As you battle an enemy or Boss, their Health Meter will appear near the bottom of the screen.

Experience Points

These points are gained by killing enemies. Once acquired, you can use the points to purchase upgrades from the Stats Menu (see pg. 8).

Power Ups

Kombo System

Round Timer

Victories

Health and **Special Move** meters appear the same as described on the previous page. The Versus HUD includes **Power Up** and **Victory Markers**.

Round Timer

By default, each round has a **Round Timer**. If the time is up before either kombatant has been defeated, the warrior with fewer injuries is declared the victor. The winner takes the match and moves on to the next opponent.

Victory Markers

Each time a fighter wins a round, a **Victory Marker** is earned. The first fighter to earn two (in the default setting) wins the match and is declared the victor.

Power-Ups

As you find Power Ups, they'll appear within the Power-Up markers. They'll appear until you use them. You can hang on to as many as 4 different Power Ups. Power-Ups are automatically used for a limited amount of time.

Kombo System (Single Player Also)

When playing in Single Player or Versus mode, the Kombo System is an on-screen visual display of attacks that have been performed in a kombo. The benefit of the Kombo System is not only to show feedback to the player but to also act as the primary impetus for Fatalities. If an enemy is contacted while there is still time on the meter, the meter will refresh and the kombo will continue.

For more information on the **Kombo System**, see pg. 14.

LIU KANG

Formerly with the White Lotus Society, Liu Kang earned the right to represent the Shaolin in the Mortal Kombat tournament. The thunder god Raiden knew that Shang Tsung's forces could not be overthrown by a lone warrior and helped Liu Kang to forge an alliance with other competitors. With their aid, he defeated the sorcerer and saved Earthrealm from domination.

Fighting Styles

Having been trained in the Shaolin Temples, Liu Kang utilizes styles of Shaolin Animal Kung Fu and Jeet Kun Do. Liu Kang generally prefers to fight hand to hand, though he does possess the ability to focus fire into various weapons, usually projectiles, as well as take the form of a dragon.

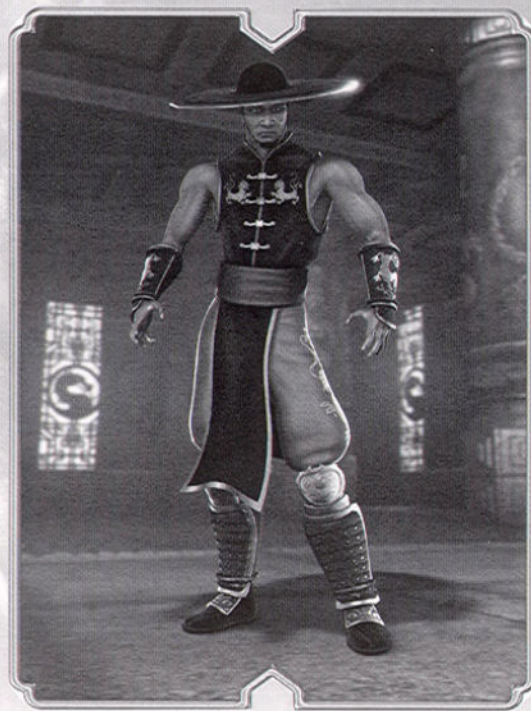| Attack Type	Attack Style
Quick	Jeet Kun Do
Launch	Monkey
Power	Choy Lay Fut
Grapple	Dragon
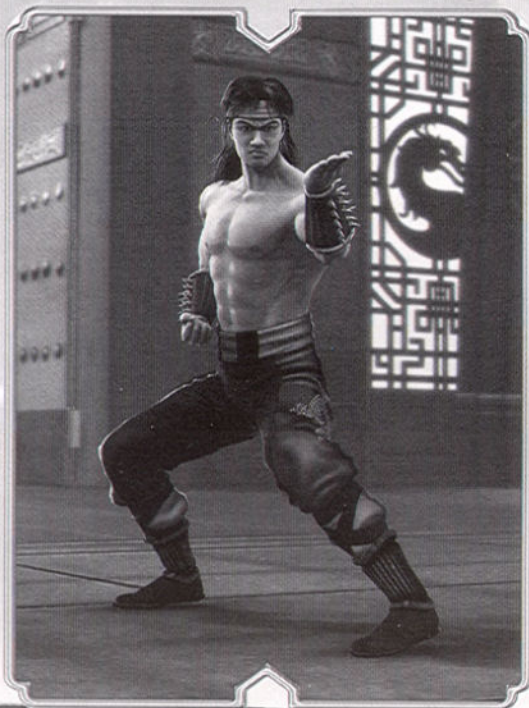
KUNG LAO

The Mortal Kombat tournament was Kung Lao's only opportunity to bring honor to his fallen ancestors. But when he did not receive the approval of the Shaolin to represent them, he disguised himself as a Masked Guard and waited for his moment to strike at the sorcerer Shang Tsung. During the final battle, Kung Lao joined Liu Kang and his newfound allies as they did battle against the forces of evil.

Fighting Styles

Kung Lao shares a similar background as Liu Kang, but his fighting styles are quite different. Kung Lao not only utilizes deadly striking arts such as Mantis and Shaolin Fist, but is also fond of using his bladed hat to slice his enemies.

Attack Type	Attack Style
Quick	Praying Mantis
Launch	Chinese Kempo
Power	Shaolin Fist
Grapple	White Lotus

ATTACK STYLE

All of the attacks of the main characters are built around an **Attack Style** system. Each Attack Style corresponds to a particular attack button, which then represents a particular kombat property. All attacks or moves coming from a button follows the properties of its main attribute, making the acquisition of any new attacks or upgrades very easy to pick up.

For example, the **Y** button represents the Launch Attack. All attacks or abilities that come from this button will in some way launch the enemy into the air on a successful attack.

The main characters each have their own unique Attack Styles that are derived from their individual personalities.

Style/Property List

Quick Attacks
All of these attacks are fast, low damage strikes. Special attacks from this attack type will normally hit multiple times or execute extremely quickly.

Launch Attacks
All attacks from the character's Launch Attack will pop-up an enemy into the air for juggle kombos.

Power Attacks
All Power Attacks are slow attacks of great power. Generally Power Attacks are single attacks or small strings of slow attacks.

Throw/Grapple Attacks
This attack category contains any attack that throws or holds an opponent.

Get-Up Attacks

Get-Ups allow a player to recover quickly from a knockdown and rise with an attack. Press any attack button while on the ground to perform this attack.

Ground Techs

Press the **A** button while you're on the ground to perform a Ground Tech.

Air Techs

Air Techs are mid-air recovery moves. Press the **A** button while in the air to perform this move.

KOMBO SYSTEM

String Kombos

String kombos are sequences of attacks linked together on a series of attack button inputs. They're present in most types of kombat. In addition to single direction String Kombos, String Kombos can be created by utilizing the multi-directional attack system. For example, when surrounded, attacks can be strung together by attacking with one attack to the left, one to the right and two to the front.

Sequence Kombos

A Sequence Kombo is a pre-planned kombo built between attack button presses to often perform unique animations, effects and or properties. This adds special properties or unique reactions specific to this type of kombo. This includes setting an enemy on fire, popping the enemy into the air (higher than normal) or hurling an enemy away with greater force. It can also cause the player to automatically follow the enemy into the air after a launch attack, making Air Kombat a breeze. If you perform certain Sequence Kombos, you'll often find Kill Strike attacks. These attacks are often buried 2-3 hits into a Sequence Kombo to visually reward you when you perform them correctly.

Juggle Kombos

A Juggle Kombo is a series of hits levied on an airborne opponent that has been "launched" or "popped up" by the main character's attack. Juggle kombos can be mixed between attack buttons just like String Kombos. Anytime an enemy is in the air, the main character can attempt to juggle him with most any attack.

Kill Strikes

Certain attacks act as **Kill Strikes**. If a Kill Strike lands on an enemy, a special Kill Reaction will be triggered.

Air Kombat

You can toss an enemy into the air and then jump into the air to continue your kombo. You can throw them away, or toss them back down to the ground.

Body Splits

Body Splits cause the body to break into pieces through attacks or background hazards.

Evades

Evades allow you to be resistant to damage as you avoid attacks and pressure.

Ledge Grab

The Ledge Grab is available by default and allows you to grab onto and hang from a ledge. This helps in difficult platforming areas. You can hang for any amount of time and then flip up to the ledge you're hanging from. The flip places you in an air state, allowing all air-based abilities to be used (useful for attacking enemies standing on the ledge).

The following Non-Kombat abilities must be acquired as you progress through the game:

Wall Jump

When acquired, you can leap off of walls in the background to either reach extremely high levels or to set up an attack. This ability is very useful when in a narrow, chimney-like area that is too high to navigate. The Wall Jump is activated by pressing the **A** button when near a wall.

Wall Climb

You can dig into many solid objects and climb in 8 directions when this ability is gained. This is especially effective when combined with the other navigation abilities described in this section. Climbable walls are visually different from the surrounding wall textures. Simply contacting a climbable surface will trigger this ability. Pressing the **A** button will allow you to leap from the wall to levy an attack on foes below or to leap from climbable surface to climbable surface.
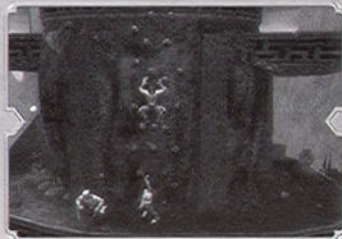
Wall Run

The Wall Run allows you the limited ability to run along vertical or horizontal surfaces for several feet before returning to the ground. Press the **R** trigger when pushing into a wall to perform the Wall Run. If you press straight toward the wall, you'll wall run up. If you press at an angle, you'll run along the wall.

Swing

If you come in contact with a limb, pole, or other small platform, you can grab it with one hand and swing around. Releasing at the right moment will allow you to flip up to higher areas or to levy an attack on an opponent. Once you're swinging, press the **A** button to release.

Long Jump

The Long Jump is a low jump that travels a great horizontal distance. This jump is useful for clearing very wide ravines or pits. Press the **R** trigger + **A** button to perform a Long Jump.

Double Jump

The Double Jump adds an extra jump height on top of the current Jump. This can be used to allow access to a new area that is too high to traverse to with the normal Jump. The Double Jump also resets the air state, allowing bigger and better kombos to become possible. Press the **A** button, then press it again while you're in the air.

Fist of Ruin

When this attribute is obtained, the "power" style of each character gains the ability to destroy huge background objects, such as boulders, or to knock over trees and pillars to create pathways. This attribute allows you to destroy the Shadow Priest statues.

Each character has a Health Meter that governs their ability to sustain damage. This meter can be refilled in two ways: through Kombat and Pick-Ups.

Note: In 2-Player mode both characters share one Health Meter.

Healing in Kombat

When you defeat an enemy, you'll gain back some of your lost health.

Healing Through Pick-Ups

Through adventuring the player may discover Pick-Up items that instantly restore a set amount of health. These items can be dropped from enemies or can be found in breakable objects.

Save System

Saving the game can be accomplished by visiting designated Save Points or areas. The Save Points are displayed like glowing statues and are scattered throughout the game.

Using a Save Point

Upon entering a Save Point and activating the save device to trigger a save, the player will be given the option to **Save** or **Overwrite** a previous file. Press the ● button to save at the statue.

Save Game Data

Saving the game at a designated Save Point stores information regarding the location, character's name and the percentage of progress and time.

FINDING AND USING WEAPONS

Acquiring a weapon comes about in several ways. Weapons may be a part of a level, such as in the Armory, or may be scattered on the ground in a battlefield.

When a weapon is found, get close then press the ● button to pick it up. This weapon can now be used until its maximum endurance has been exceeded, at which point it breaks. Weak, wooden weapons may break after only a few hits. Press the ● button at any time to throw the weapon (some weapons will perform an Impale when thrown). Getting knocked down by an attack will also cause the weapon to be dropped.

WEAPON USES

Kombat Usage

Weapons in kombat take on the properties of their parent button. For instance, all weapons when used with the Ⓨ button will cause a launch or pop-up attack while a Ⓧ button attack will be a low damage, quick hitting move. Pressing the ● button will throw or drop the held weapon. In general, weapons add either Increased Damage or Increased Range, sometimes both. In some special cases, weapons can grant additional attributes to the wielder.

Impales

The Impale is a powerful attack that contains a Damage Over Time component. You can choose to impale an enemy with a weapon. At that point, your opponent will continue to bleed until the weapon's endurance is drained or an opponent dies.

Impales refresh the Kombo Meter at each tick of damage. This makes a well thought out Impale attack a great tool in the hunt for larger kombos. Impales are performed in kombat by pressing the ● button while a weapon is held. This will throw the weapon in the direction the player is facing (or at the Locked On target if one is selected). A successful contact executes an Impale.

Non-Kombat Usage

Weapons can also be used as puzzle progressing items or as scenario items. For instance, you may need to find a large hammer to bash down a door that is impassable, or you may need to use a sword or axe to slice through spider webs or ropes.

Weapon Classes

Weapons are broken up into different classes, with each class sharing the same animation set. Here are the classes:

Two Handed Blades
Includes any two handed weapon like Axes.

1 Handed Blades
Includes 1 handed weapons such as Swords, 1 handed axes and daggers.

Dual-Weapons
Includes any multi-handed weapons, such as Dual Short Swords, Escrima Sticks and Dual Daggers.

Projectile Weapons
This class includes skulls, heads and rocks.

FATALITIES

Fatality Controls

The Fatality inputs utilize the D-pad and a single button press (this button is determined by the Level of fatality that is being input: Fatality = 🅑 button, Multality = 🅨 button and Brutality = 🅧 button).

Fatality Mode

Pressing the ⭕ button initiates the Fatality Attack. This attack can be done anytime there is at least one Level of Fatality Meter stored (see **Single Player HUD**, pg. 9). If this attack hits an enemy, all the action on the screen will freeze. The main character will prepare to perform the fatality, and a hidden input timer begins to tick down once the input prompts appear on the screen.

Fatalities and the Kombo System

The Fatality System is heavily intertwined with the Kombo System, playing off of each other to form the basis of this Mortal Kombat staple. Each hit in a kombo is modified through different factors, and the totals are added to a Fatality Meter. Any attacks that are connected but are not within a kombo add no Fatality Meter. Each type of attack (Quick, Launch, Power, Grapple or Special) is worth a particular amount of Fatality Meter if performed within a kombo.

The Experience System is designed to award you with new abilities, stat increases.

Gaining Experience Points

Defeating enemies is the primary means of acquiring Experience Points. Each enemy class in the game has a certain number of base points associated with it. Weaker grunt type enemies have the fewest and boss encounters reward the most. Modifiers can further increase these amounts.

Kombo Modifiers

During a Kombo (see **Kombo System**, pg. 14) any enemies that are killed add a bonus to the experience points. The total number of enemies killed at the end of the kombo is multiplied by the total experience normally gained and this new amount is then applied to the players Experience Point total.

Note: Every 10 kombo hits and enemy kills will add to a multiplier that multiplies your experience points.

Fatality Modifiers

Killing an enemy with a Fatality raises the amount of Experience Points gained.

Using Experience Points

Experience Points are used to upgrade the Basic Kombat, Special Attacks and Misc. Abilities. Each has a number of upgrades possible, with each successive attack or ability becoming more and more powerful.

Upgrading Kombat

Upgrading Kombat lets you unlock more and better Sequence Kombos or additional attacks. For example, you can start with a Sequence Kombo by pressing 🅧, 🅨, 🅑. After leveling up in this manner, it unlocks an additional 🅑 button attack at the end that sets the enemy on fire.

Upgrading Special Attacks

Upgrading special attacks works exactly the same as upgrading Basic Kombat abilities.

Pick-Up System

The Pick-Up system allows you to gain gameplay progressing abilities or abilities that influence gameplay directly.

Pick-Up Item Acquisition

Pick-Up abilities are acquired by picking up items that bestow their abilities upon the character or by accomplishing a gameplay lock, such as defeating a boss character.

Below is a listing of Pick-Up items and abilities that the player can gain:

Non-Kombat Abilities

Some "platforming" abilities are gained after defeating a boss.

Special Attacks

When you begin playing, you'll have only three Special Attacks. Acquiring the rest is accomplished by upgrading the Special Attack.

Fatality Inputs

Fatality Inputs are uncovered through many means, and the Pick-Up system being only one of them.

Collection System

Similar to the Pick-Up System, the Collection System allows you access to upgrades that will modify your character or unlock hidden features. Rewards are not required at any time to progress the game, they are simply an additional level of goals and rewards for you to experience.

Commodities – Collection and Usage

There are chances to acquire items that are used as a gauge to unlock special features such as additional costumes, hidden characters, etc. These objects can be found by uncovering secrets, they can be gained from completing scenarios, or can simply be found in areas off the beaten path. Here are a some of the coins you'll find within the game:

Gold Dragon Koin (Flames)
Gives Platform Ability (Long Jump & Wall Run).

Boss Koin
Contains a Platform Ability

Yellow, Green & Blue Koins
Yellow (Experience), Blue (Special Energy) & Green (Health)

Gold Koin
It opens Concept Art. It can be obtained by shooting a special projectile attack.

Special Koin (Red)
Gives Fatality

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Soundelux Design Music Group

Additional Technical Support
Jon Greenberg & Alan Villani

Renders
Pav Kovacic

Additional Art Support
Mike Taran, Joe Flores, Herman Sanchez & Jennifer Hedrick

Cinematics Manager
Jon McClenahan

Cinematic Director
Marty Stoltz

Cinematics Graphics and Animation
Roger Berrones, Paul Chamnankit, Rick Chase, Won Jun Cho, Sam Crider, Chuck Ernst, Jim Gentile, Chuck Ghislandi, Aaron Hall, Jin Jang, Angie Lai, Tony Lewellen, Greg Mitchell, Rick O'Meara, Ty Primosch, Vince Proce, Matt Taylor & Tony Zeffiro

Story by
James Krueger

Story Support
John Vogel, Jon Greenberg & Alexander Barrentine

Additional Production Support
John Podlasek, Paulo Garcia, Brian Lebaron, Mark Smith & Warren Wilkes

Localization Support
Samuel Peterson, Ivan Glaze & Clermont Matton

Voice Talent
English - Adam Hernandez, Ben Sarason, Beth Melewski, Brian Chard, Bryan Bode, Chase Ashbaker, Dan Bakkedahl, Dan Forden, Darrel Christian, David Allen, Ed Boon, Robert Keating, Herman Sanchez, Jarod Prano, Jin Kim, Joe Yau, Johanna Anonuevo, Lita Lopez, Matt Chapman, Max Crawford, Rich Carle, Richard O'Meara, Rigo Cortez, Rom Barkhordar, Ryan Rosenberg, Shadow, Shaun Himmerick, Carlos Pesina, Steve Ritchie & Vince Pontarelli

Spanish – Barona Eugenio, Serrano Salvador, Sanmillán Ana, Teixeira Jorge, Suárez Enrique, Tena Pedro, Sáinz Marta, Hernández Fernando, Rubio Tomás, Báscones Rais & Gamir Javier

French – Anne Rochant, Antoine Tomé, Christophe Lemoine, Gérard Dessalles, Marc Alfos, Martial Leminoux, Patrice Mellenec, Patrick Borg, Pierre Tessier, Serge Thiriet, Susan Sindberg, Sylvain Lemarié, Thierry Kazazian & Tony Joudrier

Italian – Alberto Olivero Pomero, Andrea De Nisco, Antonio Paiola, Barbara Federico, Ciro Imparato, Claudio Ridolfo, Gianni Gaude, Luigi Rosa, Marco Balzarotti, Marco Pagani, Massimo Di Benedetto, Renata Bertolas, Riccardo Rovatti & Roger Mantovani Spararo

German – Achim Barrnstein, Christian Jungwirth, Christian Wewerka, Frank Ciazynski, Hans Peter Gastiger, Joachim Puetz, Kurt Spielmann, Nick Benjamin, Renate Wicke, Renfer Baaken, Rolf Idler, Steffen Bormel, Stéphane Bittoun & Sylvia Heid

Motion Capture Talent
Carlos Pesina, John Vogel, Paul Interrante, Bruno Velazquez, Shaun Himmerick, Jim Gentile, Pek Pongpaet, Kevin Myers & Jenna Mitchell DeLuca

Production Development Director - Art
Martin Murphy

Quality Assurance - San Diego

Director of QA
Paul Sterngold

QA Manager
Malcolm Scott

QA Supervisor
Adam Jones

Lead Product Analysts
Eric Chow & Ron Salleza

Technical Standards Analysts
Ray Mitchell, Matthew Staples & Jared Hamiter

Product Analysts
Jeff Heidenreich, Eliseo Martinez, Adrian Nutter, Luke Owens, JoJo Seaman, Saleem Crawford, Mike Iguico, Roger Aguilar & Peter Briones

Quality Assurance - Chicago

Chicago QA Supervisor
Jacob Beucler

Lead Product Analyst
Warren Wilkes

Product Analysts
Adam Coriglione, Andy Hernandez, Chris McFadden, Dave Bulvan, Greg Ranz, John Cruz, Ki Wolf-Smith, Reggie Banks, Richard Vrtis, Rob Lathan & Tim Waller

Print Design & Production
Midway Creative Services, San Diego, CA

Midway Management
David Zucker, Matt Booty & Mark Beaumont

Chicago Studio Head
Scot Bayless

Marketing and Media Relations
Steve Allison, Mona Hamilton, Reilly Brennan, Tim DaRosa, Tom McClure & Randy Severin

Midway Legal
Debbie Fulton, Michael Burke, Cory Halpern, Robert Gustafson & Christine Rios

Creative Media
Rigo Cortes, Chris Skrundz, BethAnn Smukowski, Jamie Vogel, Christa Woss, Michael Crawford, Jack O'Neall, Larry Wotman

Additional Thanks
Michael Gottlieb, Steve Crane, Sal Divita, Debbie Austin, Elvis, the MK Super Players Adam Hernandez and Eddie Ferrier, Fuzzy Gerdes, Mustapha, James Stiefelmaier, Richard Rouse & Neill Glancy

We would also like to thank our friends and family who put up with the many late nights and weekends. Tell your friends.

International Coordination
Mark Spiess, Mike Eglington, Matt Huband, Phil Robinson, Joanna Hammond & Chris Giggins

WIN AT ANY COST.
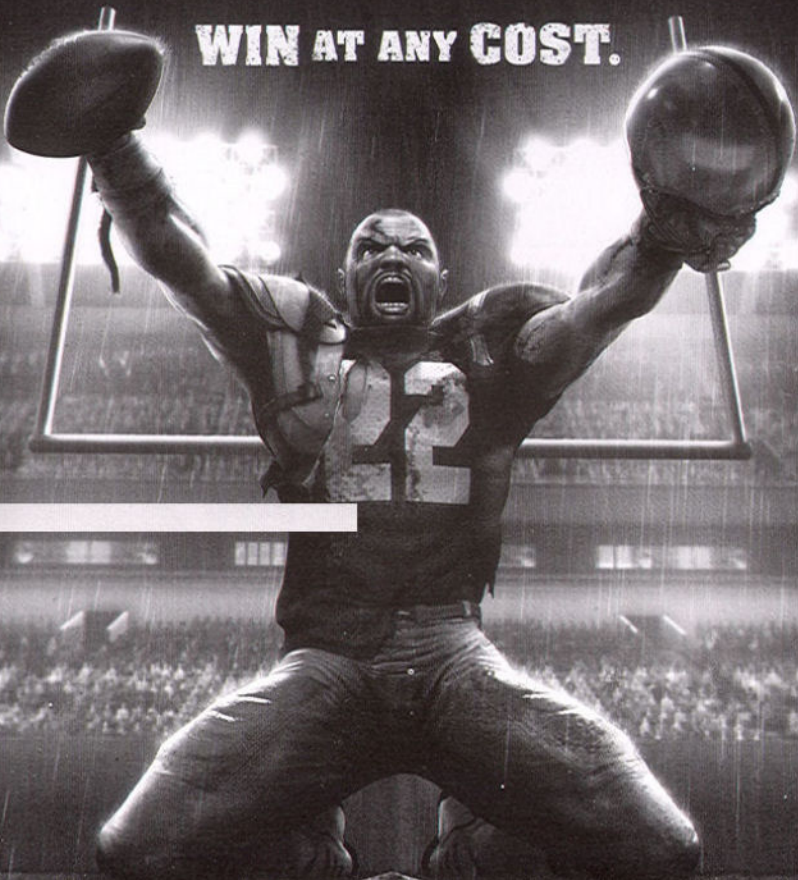
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